WHAT IS CLAIMED IS:

Sub A1

1. A user interface comprising:

a display;

a cursor capable of being displayed on said display;

a cursor control device capable of controlling said cursor's position and movement on said display;

at least two selectable targets displayed on at least a portion of said display; and

said at least two selectable targets capable of being displayed in a simulated rotation about an axis while remaining continuously selectable during said simulated rotation.

2. The user interface, as defined in claim 1, wherein said interface is capable of varying the displayed size of said targets during said simulated rotation about said axis.

3. The user interface, as defined in claim 1, wherein each of said targets are associated with a corresponding function capable of being performed in response to selection of said targets by a user via said cursor and said cursor control device.

4. The user interface, as defined in claim 3, wherein said interface is capable of displaying additional information, on at least a portion of said display, associated with a specific target when said cursor is positioned at least partially within said specific target's hotspot boundary.

5. The user interface, as defined in claim 3, wherein said interface is capable of modifying said targets being displayed on said display in response to a change in focus on content being displayed in another portion of said display.

6. The user interface, as defined in claim 1, wherein said interface is capable of displaying said simulated rotation of said targets about said axis in a simulated three-dimensional presentation.

7. The user interface, as defined in claim 6, wherein said interface is capable of providing focus to a specific target in response to said cursor being positioned at least partially within said specific target's hotspot boundary.

8. The user interface, as defined in claim 1, wherein said cursor is capable of modifying its presentation into a shape similar to the shape of a specific target which is being given focus by said cursor.

9. The user interface, as defined in claim 8, wherein the modification in the presentation of said cursor further comprises changing the shape of said cursor into a shape similar to a miniature version of the shape of said specific target.

10. The user interface, as defined in claim 1, wherein said targets are displayed as an animated sequence of movement.

11. The user interface, as defined in claim 1, wherein each of said at least two selectable targets is presented as a polygonal shaped target.

12. The user interface, as defined in claim 11, wherein said polygonal shaped target is capable of displaying content on each of its user-visible sides.

13. The user interface, as defined in claim 1, wherein said targets are capable of remaining visible as said targets travel in a simulated rotation about said axis.

Sub A2

14. A system comprising:

at least one processor;

memory operably associated with said processor; and

a user interface, said user interface comprising

a display;

a cursor capable of being displayed on said display;

a cursor control device capable of controlling said cursor's position and movement on said display;

at least two selectable targets displayed on at least a portion of said display; and

said at least two selectable targets capable of being displayed in a simulated rotation about an axis while remaining continuously selectable during said simulated rotation.

15. The system, as defined in claim 14, wherein said interface is capable of varying the displayed size of said targets during said simulated rotation about said axis.

16. The system, as defined in claim 14, wherein each of said targets are associated with a corresponding function capable of being performed in response to selection of said targets by a user via said cursor and said cursor control device.

17. The system, as defined in claim 16, wherein said interface is capable of displaying additional information, on at least a portion of said display, associated with a specific

target when said cursor is positioned at least partially within said specific target's hotspot boundary.

18. The system, as defined in claim 16, wherein said interface is capable of modifying said targets being displayed on said display in response to a change in focus on content being displayed in another portion of said display.

19. The system, as defined in claim 14, wherein said interface is capable of displaying said simulated rotation of said targets about said axis in a simulated three-dimensional presentation.

20. The system, as defined in claim 19, wherein said interface is capable of providing focus to a specific target in response to said cursor being positioned at least partially within said specific target's hotspot boundary.

21. The system, as defined in claim 14, wherein said cursor is capable of modifying its presentation into a shape similar to the shape of a specific target which is being given focus by said cursor.

22. The system, as defined in claim 21, wherein the modification in the presentation of said cursor further comprises changing the shape of said cursor into a shape similar to a miniature version of the shape of said specific target.

23. The system, as defined in claim 14, wherein said targets are displayed as an animated sequence of movement.

24. The system, as defined in claim 14, wherein each of said at least two selectable targets is presented as a polygonal shaped target.

25. The system, as defined in claim 24, wherein said polygonal shaped target is capable of displaying content on each of its user-visible sides.

26. The system, as defined in claim 14, wherein said targets are capable of remaining visible as said targets travel in a simulated rotation about said axis.

Sub A3

27. A computer readable medium tangibly embodying a program of instructions capable of implementing the following steps:

displaying at least two selectable targets on at least a portion of a display, said at least two selectable targets capable of being displayed in a simulated rotation about an axis while remaining continuously selectable during said simulated rotation.

28. The computer readable medium, as defined in claim 27, being capable of further implementing the step of varying the displayed size of said targets during said simulated rotation about said axis.

29. The computer readable medium, as defined in claim 27, being capable of further implementing the step of associating each of said targets with a corresponding function capable of being performed in response to selection of said targets by a user via a cursor and a cursor control device.

30. The computer readable medium, as defined in claim 29, being capable of further implementing the step of displaying additional information, on at least a portion of the display, associated with a specific target when said cursor is positioned at least partially within said specific target's hotspot boundary.

31. The computer readable medium, as defined in claim 29, being capable of further implementing the step of modifying said targets being displayed on said display in response to a change in focus on content being displayed in another portion of said display.

32. The computer readable medium, as defined in claim 27, being capable of further implementing the step of displaying said simulated rotation of said targets about said axis in a simulated three-dimensional presentation.

33. The computer readable medium, as defined in claim 32, being capable of further implementing the step of providing focus to a specific target in response to said cursor being positioned at least partially within said specific target's hotspot boundary.

34. The computer readable medium, as defined in claim 33, being capable of further implementing the step of modifying said cursor's presentation into a shape similar to the shape of a specific target which is being given focus by said cursor.

35. The computer readable medium, as defined in claim 34, being capable of further implementing the step of modification such that said cursor's presentation further comprises changing the shape of said cursor into a shape similar to a miniature version of the shape of said specific target.

36. The computer readable medium, as defined in claim 27, being capable of further implementing the step of displaying said targets as an animated sequence of movement.

37. The computer readable medium, as defined in claim 27, wherein each of said at least two selectable targets is presented as a polygonal shaped target.

38. The computer readable medium, as defined in claim 37, wherein said polygonal shaped target is capable of displaying content on each of its user-visible sides.

39. The computer readable medium, as defined in claim 27, being capable of further implementing the step of keeping said targets visible as said targets travel in a simulated rotation about said axis.

Sub A4

40. A method comprising the following steps:

displaying at least two selectable targets on at least a portion of a display, said at least two selectable targets capable of being displayed in a simulated rotation about an axis while remaining continuously selectable during said simulated rotation.

41. The method, as defined in claim 40, further implementing the step of varying the displayed size of said targets during said simulated rotation about said axis.

42. The method, as defined in claim 40, further implementing the step of associating each of said targets with a corresponding function capable of being performed in response to selection of said targets by a user via a cursor and a cursor control device.

43. The method, as defined in claim 42, further implementing the step of displaying additional information, on at least a portion of the display, associated with a specific target when said cursor is positioned at least partially within said specific target's hotspot boundary.

44. The method, as defined in claim 42, further implementing the step of modifying said targets being displayed on said display in response to a change in focus on content being displayed in another portion of said display.

45. The method, as defined in claim 40, further implementing the step of displaying said simulated rotation of said targets about said axis in a simulated three-dimensional presentation.

46. The method, as defined in claim 45, further implementing the step of providing focus to a specific target in response to said cursor being positioned at least partially within said specific target's hotspot boundary.

47. The method, as defined in claim 46, further implementing the step of modifying said cursor's presentation into a shape similar to the shape of a specific target which is being given focus by said cursor.

48. The method, as defined in claim 47, further implementing the step of modification such that said cursor's presentation further comprises changing the shape of said cursor into a shape similar to a miniature version of the shape of said specific target.

49. The method, as defined in claim 40, further implementing the step of displaying said targets as an animated sequence of movement.

50. The method, as defined in claim 40, wherein each of said at least two selectable targets is presented as a polygonal shaped target.

51. The method, as defined in claim 50, wherein said polygonal shaped target is capable of displaying content on each of its user-visible sides.

52. The method, as defined in claim 40, further implementing the step of keeping said targets visible as said targets travel in a simulated rotation about said axis.

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